

QUICK REFERENCE CARD KIM WU FULGORE

TUSK

	MOVE NAME	KEY COMBINATION	NOTES
	Web of Death	000+FP	Linker & Parry Opener
	Boot Kick	000 + Any Kick	QK, MK Linkers
e	Skull Splitter	000 + FK	
0	Bock Stob	00000+QP	
	Conqueror	OOO + Any Punch	Pop-up
VO.	Fake Skull Splitter	000+0K	
	Air Double	000 + Kick	
	Throw	0+FL	
82	Reverse Throw	O+fit	In an apparent's throw move
₫.	Parry Move	O + Hold QP	
3	Pressure Move	O+FP	
SPECIAL	Breaker	000 + P/K	
퓛	Ultra Breaker	9-000000 - P	Requires & Super Bar Blocks
	Mini-Ultro	00000+107	The state of the s
	Ultra	00000 + M2	
	ULTIMATE	000+W/	
	0-Combo Ultimate	000000+182	100000
23	Super Boot Kick	0000+H	Requires 3 Super Bor Blocks Linker
8	Super Web of Death	0000+P	Requires 3 Super Bar Blocks Linker
SUPER MOVES	Shadow Move	0000+R	Requires 3 Super Bar Blocks
₩.	Pillar of Flames	0000+0K	Requires 4 Super Bar Blacks
3	Super Conqueror	0000000+FF	Requires & Super Bar Blocks
5	End Special 1	Book Stob + QP	
Ħ.	End Special 2	Conqueror + FF	
END SPECIALS	End Special 3	Skull Splitter + FIC	
9	End Special 4	Boot Kick + FK	
3	End Special 5	000+0P	After first 4 Enders

	MOVE NAME	KEY COMBINATION	NOTES
22	Tornado Kick	OOO + Any Kick	QK,MK Linker&MK Perry Opener
8	Firecrocker	000 + MP, FP	MP Unker
140	Split Kick	000 + FK	
	Fake Split Kick	900+MK	Pop-up
50	Fireflower	000+09	contains
	Air Fire	000+MP/FP	
	Air Torpedo	OOO + Any Punch	Must Jump
	Pop-up	OOO + Any Punch	
2.5	Air Double	000 + Punch	
55	Roll	Top OO	
6	Throw	0+FP	
5	Reverse Throw	O+FP	In an apparent's throw move
SPECIAL MOVE	Parry Move	O + Hold QP	
E	Pressure Move	O FK	
	Breaker	000 + P/K	
	Ultra Breaker	0000000+FP	Requires 6 Super Bar Blocks
	Mini-Ultro	000+QX	
	Ultro	000+0K	
	UCIMATE	000000+0X	
1200	O-Combo Ultimate	0000000+MK	The state of the state of
23	Super Tornado	0000+fK	Requires 3 Super Bar Blocks Linker
SUPER MOVES	Super Firecrocker	0000+17	Requires 3 Super Bar Blocks Linker
5	Shadow Move	0000+FK	Requires 3 Super Bor Blocks
	Super Air Torpedo	OOOO + MP (Jong in Air)	Requires 4 Super Bar Blocks
3	Snap Dragon	0000000 + IP	Requires & Super Bar Blocks
13	End Special 1	Fireflower + QP	
7700	End Special 2	Firecracker + FP	
	End Special 3	Tornado Kick + FK	
46	End Special 4	Split Kick + FK	
=	End Special 5	900+MK	After first 4 Enders

	П	MOVE NAME	KEY COMBINATION	NOTES
	12	Cyber Dash	900 + MK, FK	MK Linker, MK Parry Opener
	E.	Eye Loser	000 + MP, FP	MP Linker
		Laser Storm	OOO + Any Punch	
	600	Fake Loser Storm	000 + QP	
		Eye Laser	000 + FP, MP	
		Plasma Slice	OOO + Any Punch	Pop-up
н	2	Electro Flect	OOO + Hold QK	
	SPECIAL MOVES	Air Double	000 + Punch	
	蓋	Parry Move	O + Hold QP	
	₫	Pressure Move	OFF	
	꾩	Breaker	000 + P/K	
	2	Ultra Breaker	0000000+FP	Requires & Super Bar Blocks
		Mini-Ultra	000+QP	
		Ultro	000+QK	
		ULTIMATE	000000+WK	
4		O-Combo Ultimate	000000+M2	
		Inviso	00000 + FK	Uses Super Power as you move
	83	Lock On	00000 + QK	Requires 1 Super Bar Blocks
	8	Triple Loser Storm	00000+QP	After Lock On
	SUPER MOVES	Air Eye Laser	000+FP	Requires 1 Super Bar Blocks
	更	Plasmaport	OOO + Any Punch/Kick	Requires 1 Super Bor Blocks
	3	Super Electro Flect	0000+QK	Requires 3 Super Bor Blocks Linker
		Super Cyber Dash	9000+H	Requires 3 Super Bor Blocks Linker
	5	End Special 1	Cyber Dash + FK	
	END SPECIALS	End Special 2	Eye Loser + FP	
	H	End Special 3	Loser Storm + MP	
	8	End Special 4	Plasma Slice + FP	
		End Special 5	000+00	After first 4 Enders



JAGO



	MOVE NA	KEY COMBINATION	NOTES
設	Laser Blade	OOO + MP, FP	MP Linker
PENERS	Windkick	OOO + Any Kick	QK, MK Linkers, MK Parry Opener
9	Ninja Slide	GOO + Any Kick	QK, MK Linkers
200	Endokuken	OOO + Any Punch	
17.0	Fake Endokuken	000+0K	
	Red Endokuken	Press FP 000 Release FP	
	Air Bouble	000 + Kick	
330	Throw	O+fP	
19	Reverse Throw	O+FP	In an opponent's throw move
ē.	Tiger Fury	OOO + Any Punch	Pop-up
3	Parry Move	O + Hold QP	
SPECIAL MOVES	Pressure Move	OR	
25	Breaker	000 + P/K	
116	Ultra Breaker	0000000+F	Requires & Super Bar Blocks
	Mini-Ultro	000+0K	
110	Ultra	000+0K	
500	ULTIMATE	900+RK	
	O-Combo Ultimate	000000 + MP	
ES	Super Ninja Side	0000+FK	Requires 3 Super Bar Blacks Linker
SUPER MOVES	Super Windkick	0000+MK	Requires 3 Super Bor Blocks Linker
5	Shadow Move	0000+MK	Requires 3 Super Bar Blocks
更	Super Endokuken	00000+0P	Requires 4 Super Bar Blocks
3	Super Tiger Fury	0000000+FP	Requires 6 Super Bar Blocks
S	End Special 1	Windkick + FK	
E	End Special 2	Loser Blade + FP	
END SPECIALS	End Special 3	Tiger Fury + FP	
~	End Special 4	Endokuken + FP	
盖	End Special 5	000 + MP	After first 4 Enders

		$\overline{}$	
QP	← MI	1	FP
	X	X	X
QK	-M	1	K
		_/	
	QP QK	QP - MI	QP - MP - QK - MK - (

Note: Please refer to your instruction booklet for more detailed information on Fighting Theory and Controller Functions.



MOVE NAME

Savage Blades Flip Kick

Jungle Leap

Air Double

Reverse Throw

Parry Move

Pressure Move Breoker.

Ultra Breaker

Super Sovage Blodes Shadow Move Super Jungle Leap End Special 1 End Special 2

End Special 3

End Special 4

TI COMBO

MOVE NAME

Roller Cooster Spinfot Skull Crusher Air Tremor Spinfot

Bahind Book

Powerline Stop Powerline Fake Dizzy

Reverse Throw

Parry Move Pressure Move

Breaker Ultra Breaker Mini-Ultra Ultra

ULTHMATE

O-Combo Ultimate Soper Roller Coater Super Spinfist Shadow Move

Dash Frenzy

End Special 2

Ultra ULTIMATE O-Combo Ultin Super Flip Kick

Throw.

GLACIUS

	MOVE NAME	KEY COMBINATION	NOTES
S	Cold Shoulder	000 + MP	Linker
署.	ley Grip	000 + QP	
OPENERS	Liquidize & Uppercut	000+MX	Linker & Parry Opener
	Liquidize In Air	OOO + Any Kick	Must Jump
173	Liquidire	000+0K	The state of the s
9-7	Liquidize & Uppercut	OOO + MX, FK	Pop-up
	Ice tonce	000+FP	Pop-up
	Arctic Blost	OOO + Any Punch	
~	Air Double	OOO + Any Kick	
1	Throw	0+17	
¥	Reverse Throw	O+FP	In an apparent's throw move
₫.	Parry Move	O + Hold QP	
SPECIAL MOVES	Pressure Move	OR	
-	Breaker	000 + P/K	
	Ultra Breaker	000000+00	Requires 6 Super Bar Blocks
	Mini-Ultra	000+0K	CONTRACTOR STREET
	Ultra	000 + 0K	
	UETIMATE	000000+MI	
	O Combo Ultimate	000 + 0X	
22	Super Uppercut	0000+R	Requires 3 Super Box Blocks Linker
MOVES	Super Cold Shoulder	0000 + MP	Requires 3 Super Box Blocks Linker
=	Soper Liquidize & Uppercut	00000+fk	Requires 3 Super Bar Blocks
SUPER	Super Arctic Blost	000000 + FP	Requires 4 Super Bor Blocks
悪	Acrise Sleen	0000+08	Remarks & Copper Roy Blocks

Icy Grip + QP Liquidize + FX Ice Lance + FP

Arctic Blast + FP

B. ORCHID

	MOVE NAME	KEY COMBINATION	NOTES
82	Flik Flak	OOO + Any Rick	QK,MK Linkers
OPENERS	lichi	000+WP	Linker & Parry Opener
9	Tiger Slide	GOO + Any Kick	MK Linker
	Tonéa Fire	OOO + Any Punch	
	Fake Tonfo Fire	000+0K	
	Son	000+P	
	Air-Buster	OOO + Amy Kick	Pop-up
	Air Double	OOO + Any Kirk	
80	Throw	O. FP	
8	Reverse Throw	O+IP	In an opponent's throw move
Ĭ.	Porry Move	O + Hold QP	
SPECIAL MOVES	Pressure Move	O FK	THE RESERVE
×	Breaker	000+P/K	The same of the sa
~	Eltra Breaker	0000000 - R	Requires & Super Bar Blocks
	Mini-Ultra	000+P	The state of the s
	Ultra	000+0X	
	ULTIMATE	000000 P	
733	O-Combo Ultimate	000 + MX	
×20	Super Ichi	0000 + FP	Requires 3 Super Bar Blacks, Links
48	Fire Cat	0000+MK	Requires 3 Super Bor Blocks, Linke
不重	Super Flak	0000000 - FK	Requires 6 Super Bar Blocks
	End Special 1	Airbuster + FK	
喜.	End Special 2	Flik Flak + FK	
END SPECIALS	End Special 3	San + FP	
0	End Special 4	Tiger Slide + QK	The second second
8	End Special 5	000 + 0P	After first 4 Enders





KEY COMMATION

O Charge O + QF
O Charge O + QK
Hold FF Release FF Frees FF to be
O Charge O + FF
O + FF

C Charge O + FK
O Charge O + FP
Hold OK for 2 seconds, Release ON
OOOOOO + FK
OOOOOO + MP

000000 + 0P 000000 + MP 000000 + FP

00000 + MX

Behind the Bock + QK

00000+00 O + Any Kick
O + MP
O + MP
O + Hold QP

OR

00 + P/K 11+000000

○ Charge ○ + MX ○ Charge ○ + MP ○ Charge ○ + QP ○ Charge ○ + FX ○ ○ ○ ○ ○ ○ + MX

NOTES

Linker & Parry Opener Pop-up Must Jump

Player must be running

In an apponent's throw move

Requires 6 Super Bor Blocks

Hold forward for 1 second Requires 3 Super Bar Blocks Union Requires 3 Super Bor Blocks Union Requires 3 Super Bor Blocks Requires 2 to 6 Super Bor Blocks Requires 6 Super Bor Blocks

ako Linker

Pop-up

KEY COMBINATION

GO + FP

00+MK

00+FP

00 + R 00+0K

O + FP 0+19

OO + Any Kick

O + Hold QP 0 FK

00+F/X 000000+fX 00+FR 00+FX 000000+0X 000000+0X 000000+0X 000000+FP

000000 + FX

Cobro Bite + QP

NOTES

Pop-up Linker & Porry Opener

In an apparent's throw move

Requires 6 Super Bar Blocks

Requires 3 Super Bor Blocks Linker Requires 3 Super Bor Blocks Linker Requires 3 Super Bor Blocks

Requires 6 Super Bar Blocks

Linker

Рор-ир

Jump in Air



After first 4 Enders

	MOVE NAME	KEY COMBINATION	NOTES
S	Sobre Wheel	QO+MP	Unker
≝ :	Sobre Spin	00+MX	Parry Opener
€.	Sobre Spin	00 + MX	Linker
۰.	Sabre Pounce	00 + P	Hold FP To Delay Pounce
	Sobre Flip	00+fK	Рор-ир
	Sobre Howl	00 + QP	Hold QP To Sustain Howl
	Foke Sobre Howl	00+0K	
	Sobre Hop	Top OO or OO	
9	Air Boubla	OO + Punch	
≗	Parry Move	O + Hold QP	
SPECIAL MOVES	Pressure Move	O+FK	
₹.	Breaker	00 + P/K	
Ĕ.	Ultra Breaker	000000+R	Requires & Super Bor Blocks
	Mini-Bitra	00+QK	
	Ultro	00+0K	
	ULTIMATE	Hold FK for 2 seconds and release	
	O-Combo Ultimate	Hold QP for 2 seconds and release	
2	Super Sobre Spin	000000 + MI	Requires 3 Super Bor Blocks Linker
8	Super Sabre Wheel	000000 + MF	Requires 3 Super Bar Blocks Linker
5	Sobre Fireball	900000 + FF	Requires 4 Super Bar Blocks
Ē	Sobre Stomp	Jump in Air + 00000 + FF	Requires 4 Super Bar Blocks
SUPER MOVES	Super Sobre Flip	000000-R	Requires 6 Super Bar Blocks
	End Special 1	Sobra Spin + MX	
3	End Special 2	Sobre Flip + FK	
Ē.	End Special 3	Sobre Pounce + FP	
END SPECIALS	End Special 4	Sobre Howl + QP	
5	End Special 5	00+0X	After first 4 Enders





-00		True.		
fit	MOVE NAME	KEY COMBINATION	NOTES	
32	SkeleSkewer	000 + MP	Linker	
	Flome Slade	000+FF	Linker, Pop-up	
8	Skull Scrope	O+fK	Pop-up	
100	Skull Spear	In Air O + FK		
1.5	Soul Drain	000+01		
100	Skull Dash	Top OO or		
. 9	Skelepart	OOO + Any Kick	Requires 1 Skull	
2.0	Power Deveur	O + Hold QP		
100	1 Skull Summon	000 + MP	Requires 1 Super Bar Block	
50	All Skull Summon	000+P	Requires 6 Super Bar Blocks	
	Searing Skull	OOO + Any Kick	Requires 1 Skull	
×	Air Double	In Air O + Kick		
3	Thros	0+FK		
SPECIAL MOVES	Reverse Throw	O+FK	In an opponent's throw move	
57	Pressure Move	08		
100	Breaker	000 + P/K		
7.8	Ultra Breaker	0000000+fk	Requires 6 Super Bor Blocks	
1.3	Mini-Ultro	000+FP	The state of the s	
100	Ultra	000+FP		
2.5	ULTIMATE	00+00		
100	O-Combo Ultimate	000000+0		
10	Super Skull Scrope	0000+FK	Requires 3 Super Bor Blocks Linker	
8	Super Flore Blade	0000 + MP	Requires 3 Super Bar Blacks Linker	
	Super Grim Reoper	0000000+FP	Requires 4 Super Bor Blocks	
E .	Searing Skull	0000000+RK	Requires 6 Super Bor Blocks	
ᇙ	Stunning Skull	0000000 + MX	Requires 4 Super Bar Blocks	
END SPECIALS SUPER MOVES	End Special 1	Reverse SkeleSkewer + MP		
	End Special 2	Skaleport + FK		
E .	End Special 3	Skeleport + MK		
-	End Special 4	Skeleport + QK		
盖	End Special 5	000+07	After first 4 Enders	